Things to add in the next part

Level 2 Actions
Auto-attack Gain at level 2. Use a basic action to use in combat, can only use that action until combat is over. Costs 1MP
Lucky Action *Gain this at level 2, Use to reroll a d20. Costs two additional action points.*
Dungeon Crawler's Explore *Roll for ambush or item, toss a coin up to five times. Heads for item drop, tails for area appropriate enemy. Enemies will surprise attack with +2 Atk that turn.*

Attack range
Explains how far things can attack and how that is calculated
Players roll d20 for ambush before exiting an area.

more
More classless actions
More Sin
More Karmic effects
More items, armor, food, weapons
More point systems
Drop rates for items
Default ambush rate

NPC
Default npc stats, Scaling for npc's, how npc groups retire by bouncing back to 0 karma after going to -50
Stories for class origins, dungeon crawlers and groups
Karma has no effect on mutants.
Bee Keepers only trade in Honey.
NPC special moves, Bosses do double the effect of their group's special move.
Adding to air inc.: "if you try to trade with them in anything other than stat points, they will ask for a randomly named coin to trade in each time"

Special Items
(Bee Keepers) Bug Catching Net: catches small items, 8 uses.
(Mutants) Fishing Pole and Lure: For fishing small items, 8 uses.

Stories for class origins, dungeon crawlers and groups
Dungeon maps for inn, forest (bee keepers), blood bank, bad

Formatted quest notes page
General notes page
How conversations with npc's work
How territory capturing works